The Legends of

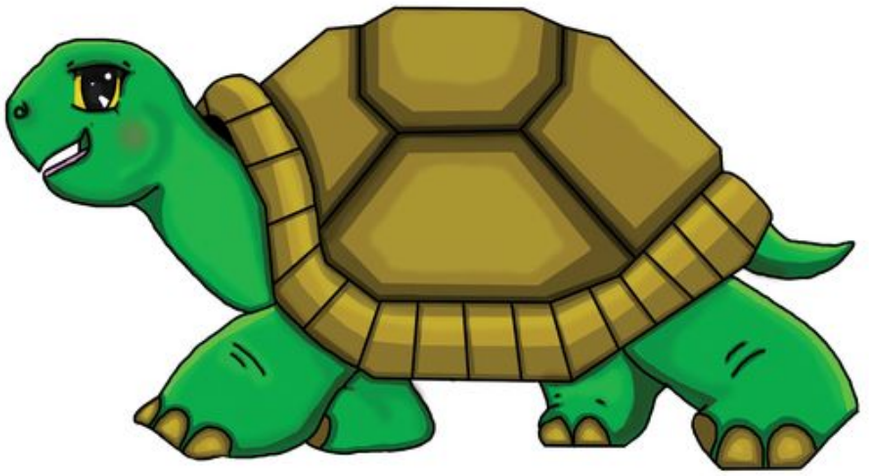
Owlia

Instruction Booklet

A Note from Gradual Games

Thank you for purchasing The Legends Of Owlia, Gradual Games' second title for the Nintendo Entertainment System. The original idea for this game is more than twenty years old, but through dangers untold and hardships unnumbered, it has finally been brought to life, on the greatest video game system of all time. We are very proud of the results of our work, and we hope that you enjoy it as much as we enjoyed creating it.

Sincerely,
-Derek Andrews
-Laurie Andrews



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The Story

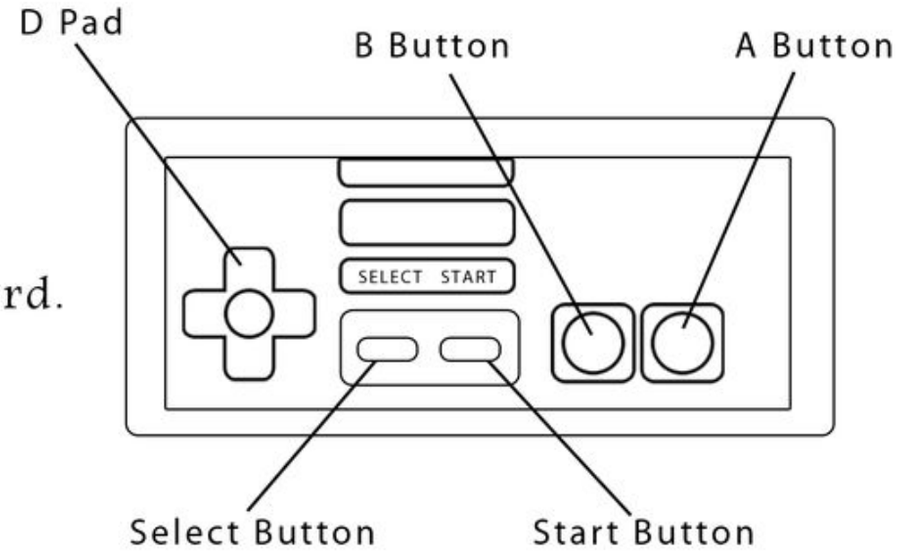
Once up on a time, in a world far beyond imagination, six great owls brought forth a land called Owlia. Together they reigned in peace, wisdom, and prosperity for eighty thousand years. However, their pride in the beautiful lands and skies of Owlia led them to neglect the vast, immeasurable seas.

The seas were under the sway of Mermon, king of the mermen. Mermon oft rose to the surface to survey the land of Owlia. His desire for sunlight, green forests, and most of all the power of flight, grew until he knew the oceans were not enough for him. He endeavored to capture the six great owls one by one in order to sap their power of flight. Mermon then empowered his minions to float towards the land of Owlia to claim it for his own.

In spite of his efforts, one great owl eluded him. Silmaran, the white king, soared high above the land of Owlia. As Mermon's forces grew in power, Silmaran searched for one who might heed his call to rescue the captured Great Owls and restore peace once again to the land of Owlia.

Game Controls

D Pad:
Left - Walk left.
Right - Walk right.
Up - Walk up.
Down - Walk down.



A Button: Attack with Adlanniel's short sword.

B Button: Execute Tyto's currently selected technique.

Start: Enter the inventory screen.

Select: Toggle between Tyto's two currently selected techniques. A small icon representing the technique will slide into place each time you toggle, showing which technique is currently active.

How to Play

ADLANNIEL'S SHORT SWORD

Adlanniel is always equipped with her trusty short sword. Press the A button to swing the sword. It will inflict damage on enemies directly in front of her.

TYTO'S TECHNIQUES

Throughout the game, Tyto will learn new techniques to help Adlanniel on her quest. When the game starts, he can perform two techniques: Rush, and Fetch. Rush is a basic attack where Tyto flies away from Adlanniel. Any enemy he hits will take damage (unless it is a special type of enemy impervious to normal attacks). Fetch enables Tyto to pick up items which may be out of reach. Fetch is automatically executed when opening a chest. Whatever is inside will spring into the air and Tyto will retrieve the item for Adlanniel.

You may toggle between Tyto's two selected techniques at any time by pressing the SELECT button. You will see an icon representing the current technique slide into place at the top left of the screen. At the same time, a sound will play.

How to Play Continued

RUSH – This is a basic attack. Tyto will fly away from Adlanniel, and if he contacts an enemy, he will damage it with his fierce talons and beak so quickly you won't even see him do it.

FETCH – Tyto will fly away from Adlanniel with an aim to pick up whatever is in front of him. He can only pick up small objects such as items with this technique. He will bring them back to Adlanniel after he grasps them.

UNLOCK – If Adlanniel has any keys in her inventory, Tyto will take one and fly to the nearest door that has a keyhole, unlock it and return to Adlanniel.

CARRY BOMB – If Adlanniel has any bombs in her inventory, Tyto will grasp one and carry it away from Adlanniel and toss it in front of himself. The bomb will bounce a little bit, but then it will explode a few seconds later, damaging enemies and possibly clearing away obstacles.

How to Play Continued

CARRY LANTERN – If Adlanniel is in a dark area, Tyto can carry a lantern for her. He will hover above Adlanniel's shoulder, carrying the lantern while it burns. When it burns out, he'll return to Adlanniel.

CARRY ADLANNIEL – Tyto gains quite a bit of strength from all the work he does for Adlanniel throughout the game. When he learns this technique, he's strong enough to grasp Adlanniel and carry her short distances where there is a chasm to cross.

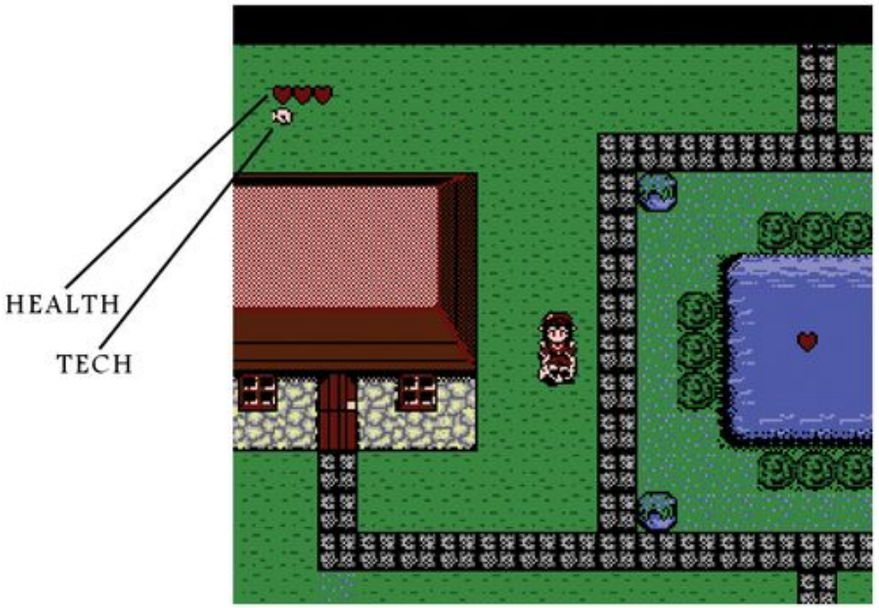
SHIELD – Tyto will fly around Adlanniel really quickly, hitting any enemy in his path. After a few seconds he will return to Adlanniel.

HOMING – Tyto will attack the nearest enemy ferociously and quickly, and then return to Adlanniel. This is the most powerful attack in the game! Use it well. It can also be used to reach unreachable switches.

Screen Layout

MAIN GAMEPLAY SCREEN

At the top left of the screen, Adlanniel's health is shown. She can have a max of three hearts. When she loses all of these, she will die and the game is over. Beneath the heart meter, Tyto's currently selected technique is shown.



Screen Layout Continued

INVENTORY SCREEN

To select different techniques, you must enter the inventory screen by pressing the START button. On this screen, you can use the D-PAD to move a cursor around. On the bottom half of the screen, you will see all of the techniques that Tyto currently knows, and it will show you which techniques are currently selected for the Tech 1 slot and the Tech 2 slot. You can move your cursor to any technique in this list, and press the A button to select it for that slot. You can select the same technique for both slots, if you wish, but it is not recommended.

The inventory screen also shows you how much GP you have earned, and how many of each type of item you have. It also shows the current password for how far you have progressed in the game. It is recommended to write this password down as often as possible. Finally, it shows you how many health items you have in your inventory. You can apply these to your current health by moving the cursor next to this item and pressing the A button.

Equipment

ITEMS

Hearts - These refill one of your hearts. If you already have three hearts, you won't lose the heart you picked up. Instead, it will go into your inventory. You can carry a maxium of seven extra hearts. See the INVENTORY SCREEN section for how to use the hearts that are in your inventory.

Lanterns - These can only be used by Tyto, and only when he knows the CARRY LANTERN TECHNIQUE. You may find lanterns throughout the game, but don't expect to be able to use them until Tyto learns this technique.

Bombs - These can only be used by Tyto, and only when he knows the CARRY BOMB TECHNIQUE. You may find bombs throughout the game, but don't expect to be able to use them until Tyto learns this technique.

Coins - This is just a pile of GP to stuff in your pocket. Check the INVENTORY SCREEN to see how much GP you have. Dungeon entrance statues will require that you have a certain amount of GP in your inventory, so make sure to look around as much as you can.

Objects

Treasure Chests – Treasure chests can be opened at any time and never require a key. Just walk up to one, facing UP, and hit the A button. Tyto will fetch the item that is inside.

Monoliths – Monoliths function as doors in dungeons. Most of them will slide down from their tallest position automatically when you touch them. Others may rise up from the floor and trap you until you defeat a certain number of enemies. Also, you will encounter some which have keyholes on the top. Only Tyto can reach these keyholes and he must know the UNLOCK technique in order to carry a key to them.

NPCs – To talk to an NPC, just walk up to one and press the A button. A text box will appear displaying what the NPC has to say. When a page of text is filled, a cursor will blink and you will hear a chime indicating that you can advance to the next page by hitting A. If it's the last page, it will end the conversation. While an NPC is talking, you may end the conversation early by hitting START. Some NPCs only speak once! Some NPCs will prompt you with a question and ask you to press A for yes and B for no. This will either prompt them to continue talking or to start another sequence of events, such as a minigame.

Objects Continued

GP AND DUNGEON STATUES

Throughout the game, Adlanniel will have to enter Owl Temples to rescue the great owls from Mermon's floating henchmen. In front of each temple is an owl statue who (HOO!) will require that you possess a certain amount of GP to enter. They don't actually CHARGE you in order to enter, you will keep all your GP. You just have to have a certain amount. They won't tell you how much, you just have to find as much as you can prior to entering the temple. If a dungeon statue tells you you don't have enough GP, don't despair, just keep looking!

Enemies

Octopus - These adorable octopuses are not cute up close. They will try to rush you and devour you! This looks like a job for Tyto's RUSH technique.

Pufferfish - Floating pufferfish are pretty slow, but they are sharp! Don't touch them!

Crab - Skittering randomly around on the ground, crabs will pinch anybody who steps on them.

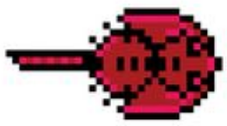
Anglerfish - Eerily shining light in dark dungeons, Anglerfish are impervious to being destroyed. All you can do is slow them down. Pay attention to what they shine their light on.

Eel - Hiding inside of rocks, eels will try to chew on your heels if you're not careful. They're electric! You can't use your sword on them. Try another type of attack!

Jellyfish - Jellyfish agressively float towards you on a mission to entangle you in their cold, clammy tenticles. Attack them with Tyto before they grab you!

Enemies Continued

Urchin - Urchins slide back and forth swiftly. These are electric urchins! You can't use your sword on them, try another type of attack!



Horseshoe Crab - Horseshoe Crabs live in the mountains and caves of Owlia. They can navigate narrow paths, and can be tough to hit! Wait for them to move into position before trying to attack them.

Seahorse - Seahorses meander slowly above the ground, but they're quite tall so it can be tricky to maneuver around them.

Starfish - Starfish spin like a helicopter and jitter around chaotically! You can never predict where they will end up. Be especially careful if you're standing on a switch in a dungeon with these around!

Tunicate - Tunicates shoot glowing projectiles from their tubes. Watch where they shot last so you can navigate around them safely, or just destroy them with Tyto's RUSH attack.

Clam - Clams jealously guard a pile of gold inside them. If you FETCH the gold from their mouths, they will rise into the air and begin attacking you like there is no tomorrow!

Puzzles

Throughout the game, Adlanniel and Tyto will be confronted with various puzzles they must solve in order to progress through a dungeon. Usually, if something looks odd or special in a room, that's because it is. Try everything you can think of and don't give up!

Mini Games

In the Pirate Docks, there are two minigames. A description of each minigame follows.

SHOOTING GALLERY – In the shooting gallery, talk to the pirate NPC first. He will ask you whether you want to pay to play the game, and tell you how much you will earn if you win. Once the game begins, shoot the targets with Tyto set to the RUSH technique. Faster targets will win you more points. The number of points you have earned is shown at the top of the screen. If you hit 20 before the timer runs out (about 30 seconds), you win!

RING TOSS – In the ring toss game, talk to the pirate NPC first. He will ask you whether you want to pay to play the game, and describe the game to you. To play the game, set Tyto to the FETCH technique. Send him out to grab the ring behind the bottles, and then walk so that the line of sight between Tyto and Adlanniel intersects the bottle you want to drop a ring on. Tyto will try to drop the ring if he is feeling confident enough. Keep trying! If you get rings on all the bottles, they will all burst and you can use Tyto to fetch the gold that was revealed.

Bosses

Octoboss - The octoboss has only one thing in mind: DESTROY ADLANNIEL! Steer clear of his punching tentacle and then send him back to the abyss.

Swordfish - This swordfish wants to have skewered owl for dinner. That is unless you can knock him out of the air and teach him a much needed lesson!

Crab Boss - He's got his eyes on you. He'll rush back and forth and then try to rush you with his huge claws ready to rip you in twain. Can't seem to do any damage? Try something other than Tyto's RUSH attack and see what happens.

Ray - These rays meander around in a team, trying to smash into you. Periodically they will hide in the sand, but you can't predict when they will rise up again. Pay attention to their eyes!

Kraken - ????

Mermon - ????

Game Tips

Sometimes, you'll encounter something which may seem impossible at first. Make sure you try every technique Tyto has earned thus far. For example, maybe you'll run into an enemy which seems impervious to your sword, and Tyto's RUSH attack. Are there any other techniques you have which can inflict damage?

Tyto's BOMB technique is very useful, enabling you to attack enemies but also blow up obstacles. Sometimes you might have a reason to place a bomb very precisely. If you throw Tyto against a wall first, he'll come back to you and follow you carrying the bomb until he reaches you, and then he'll drop it right where you are standing.

Don't leave the village at the beginning of the game too quickly. Make sure you talk to all the NPCs, and if you see any books lying around, make sure to read them. There's surely some good information in there.

Write down your password frequently. You can view the password by pressing START to enter the inventory screen.

Cartridge Information

This cartridge includes the JCIC multi region lock out chip. If your system is blinking but shows video try pressing the reset button. This will tell the JCIC to try the next region. When the correct region is found it will be saved so this process should only be needed once. If you have hit reset 8 times and it is still blinking your 72 pin connector inside the NES may need to be cleaned or replaced. Blowing on the cart will add condensation that will damage the cart.

Memo

Memo

Memo

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Cartridge production by: INL INFINITE NES LIVES.COM